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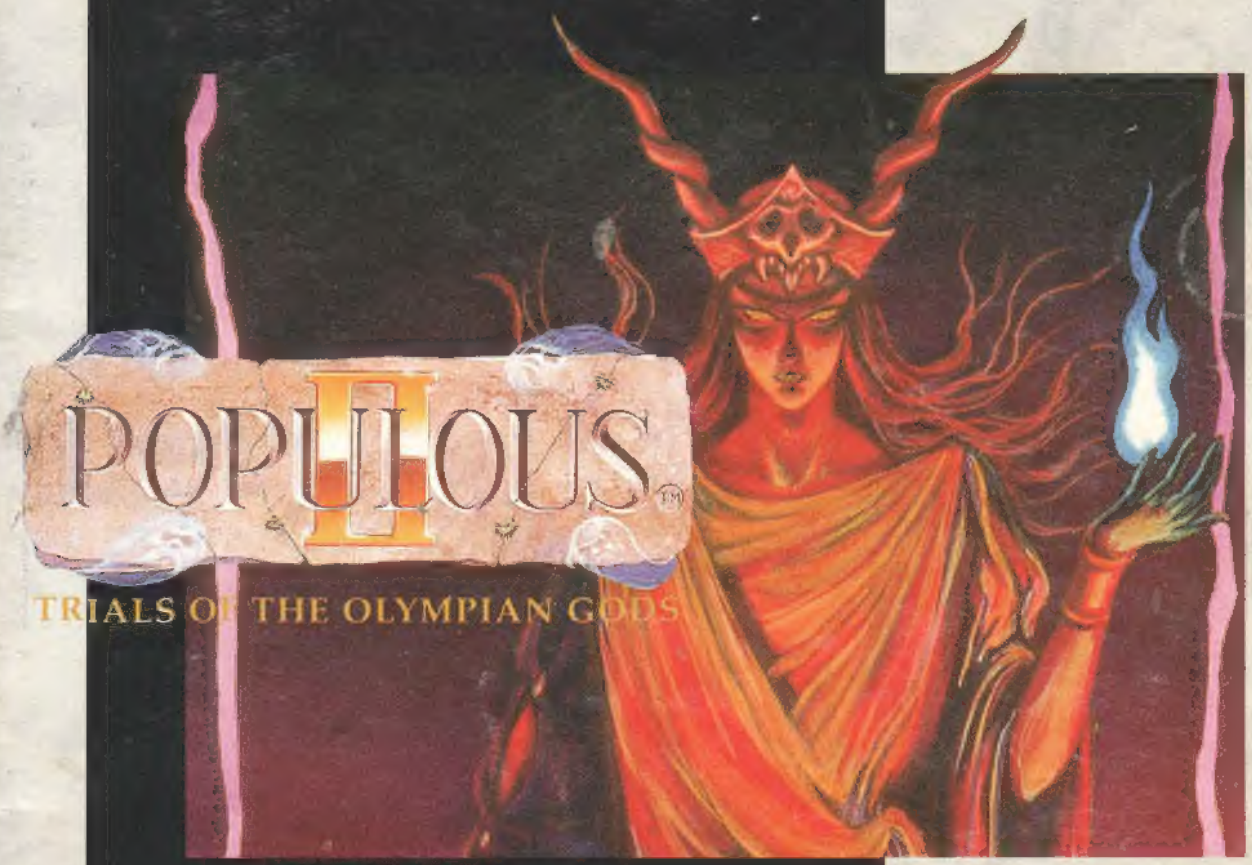


INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

PAL VERSION

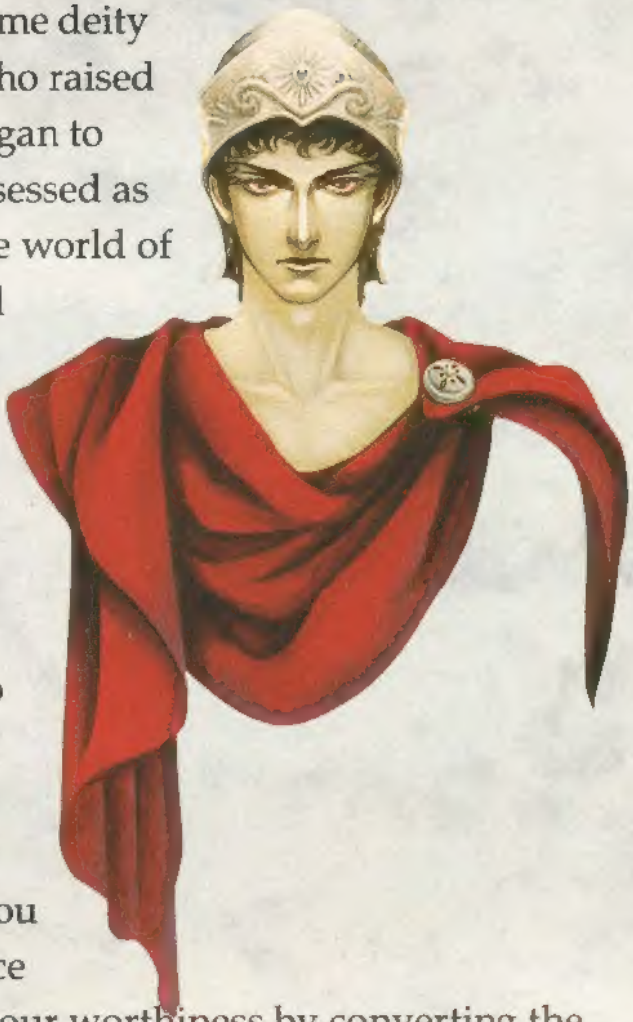
LICENSED TO

imagineer

POPULOUS II™

TRIALS OF THE OLYMPIAN GODS

Overview



You were born to the supreme deity Zeus and a human mother who raised you. As you grew up, you began to discover the powers you possessed as an immortal, and living in the world of the mortals became more and more difficult. Now, you are determined to leave your mother and make a journey to the pantheon atop Mount Olympus, and take your rightful place next to Zeus. However Zeus has refused to accept you into the pantheon as a real god. It is too late for you to return to the world of mortals. The only way that you may obtain your rightful place among the gods is to prove your worthiness by converting the people of the heavens and earth to become your worshippers. You must survive the trials of the Olympian gods...

You must prove your worthiness by defeating the 32 divine opponents who rule the 48 worlds of Populous II.

SPREAD YOUR POPULATION!

VS

Your worshippers

Your enemy's worshippers

Choose the 'Flatten Land' icon to flatten the landscape around your Settlements. Settlements grow according to the amount of farmland around them– the more farmland, the bigger the Settlement.

The biggest Settlements are castles.

As a Settlement fills with people, its flag rises. When its flag reaches the top, the Settlement is full. At this point a Walker will automatically leave and go in search for a new place to settle. In the early parts of a battle, you don't want to wait for your Settlements to fill up before releasing Walkers.

'Sprogging' is one of the most important means of increasing your population. See P12.

How to move people

Your Leader Magnet

Opponent's Leader Magnet

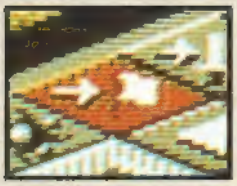
Place your Leader Magnet where you want your people to move to. Select the 'Go to Leader Magnet' icon to lead your people to the Leader Magnet.

The 'Go to Leader Magnet' icon tells your people to find their ordained Leader and follow him to the Leader Magnet.

Worshipper

Leader

Leader Magnet



The 'Settle' icon tells your followers to build new dwellings and reproduce. See P22

CONQUERING WORLDS

The Manna Gauge measures your Manna. Manna is a reservoir of power you can use to perform Effects.

29 Divine Intervention Effects are your weapons against your opponent and your only means for helping your population.

Here are two examples of using Effects to fight your opponent.

1. 'Fire' effects burn up enemy Settlements and worshippers, and ruins all farmland they come in contact with. See P27.

2. When you have enough Manna, turn your Leader into a Hero which will attack your enemies. Heroes tend to be immune to Effects from within their own category. There are six Heroes, one from each category of Effects. See P17.

You conquer a world when you destroy all of the opponents in the area you are in.

GAME START

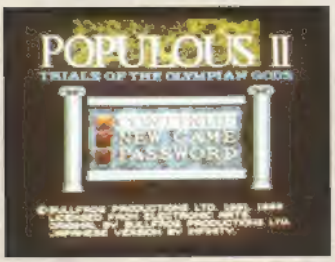
Loading:

1. Make sure the power switch is OFF.
2. Insert the POPULOUS II cartridge as described in your SUPER NINTENDO ENTERTAINMENT SYSTEM Manual.
3. Turn the power switch ON.

Populous II Title Screen

When you see the Populous II title, you can use the Mouse or the Joypad to skip to the game mode selection screen.

Mouse: Left-click to go to the next Screen
Joypad: Press the A Button to go to the next Screen.



GAME MODE SELECTION SCREEN

Choose NEW GAME to play the game from the beginning.

Choose CONTINUE to continue a game in progress.

Choose PASSWORD to continue a previous game. See P20.

Mouse: Left-click at the NEW GAME.
Joypad: Move the cursor to an option and press the A Button.

Sold separately MODEL No.SNS-016E

Game Map

You first challenge a world on the 'Earth'. When you conquer three worlds, you move to another place shown on the map. If you conquer 8 worlds, you can advance to the 'Heavens'. The game becomes harder every time you move to a new area.

Mouse: Move the mouse up and down to scroll the map. Left-click to go to the next screen

Joypad: Use the D Button to scroll the map. Press the A button to go to the next screen.

Reigning God

This screen shows you a portrait of the god reigning the area you will challenge next.

Mouse: Left-click to got to the next screen.

Joypad: Press the A Button to got to the next screen.

Information

This screen shows you which Divine Intervention Effects and special rules apply to the next world.

Mouse: Go to the Help screen by left-clicking on an Effects icon. Left click on OK to start the game.

Joypad: To go to the Help screen, choose an Effects icon with the A button. Press the A button over the 'OK' Button to start the game.

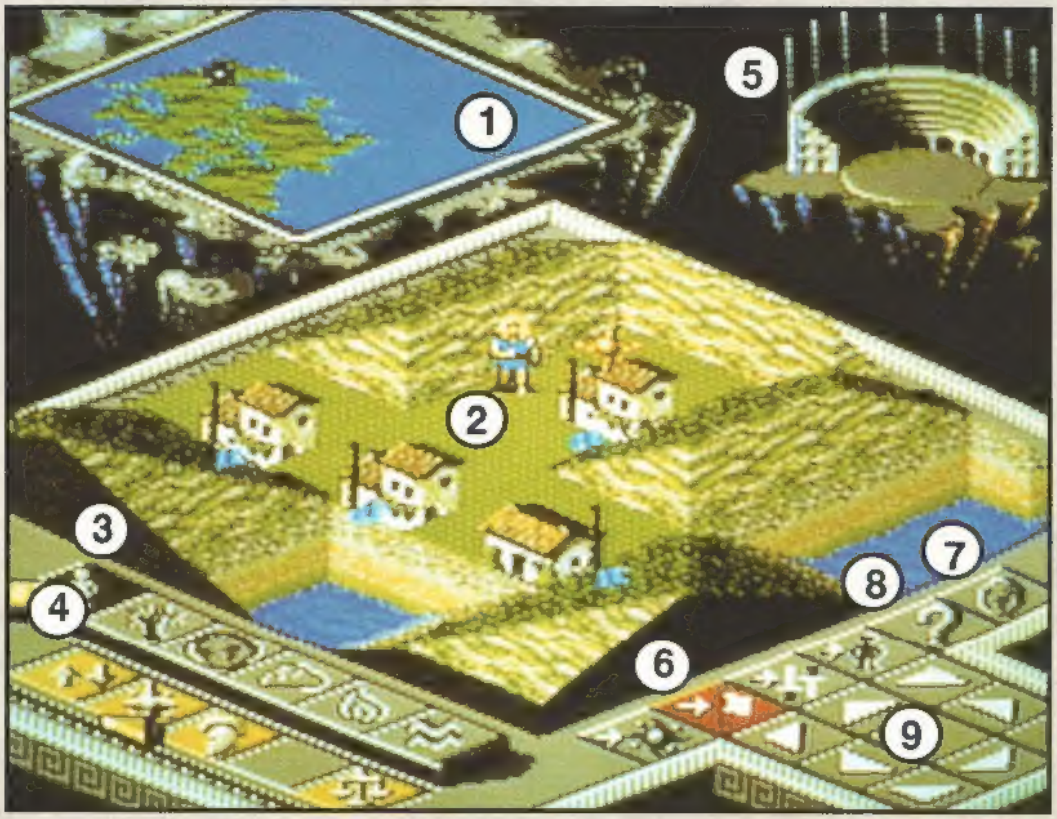
Divine Intervention Effects

This shows you a detailed explanation of the Divine Intervention Effects.

Mouse: Left-click on OK to go to the previous screen.

Joypad: Press the A button over the 'OK' Button to go to the previous screen.

GAME SCREEN



1. The WORLD MAP is a view of the entire world you're currently on. A Good and Bad population inhabit the world, usually on opposite sides of the map.

2. The CLOSE-UP MAP is a magnified view of a section of the World Map. All divine activities are carried out here.

3. DIVINE INTERVENTION EFFECTS are your arsenal of awesome powers and potent disasters. There are six Effect categories, each with five individual Effects. The Effects you can use depend on the world you're fighting in. See P23

4. The MANNA GAUGE measures your Manna. Manna is the power you get from the worship of your followers– the more worshippers you have, the faster your Manna will increase. The yellow line at the base of the Manna Gauge indicates the amount of Manna you have. The pointer indicates which Effects you can currently use. See P21

5. The COLOSSEUM is a population indicator for both Good and Bad worshippers. As the population changes, the Colosseum fills and empties to reflect the fluctuating numbers of dwellers. The Good population appears in blue and the Bad population appears in red. The flags along the back of the Colosseum show a population count, and appear in decimal order: tens, hundreds, thousands, ten thousands, hundred thousands, millions, ten millions and hundred millions, from right to left (counterclockwise). The Colosseum can also be used to track Walkers and Settlements and get information on their strength and technology levels. See P22

6. The BASIC COMMANDS let you influence the general behaviour of your followers, get information on followers and Settlements, and bring up the Game Requester.

7. GAME OPTIONS COMMANDS let you save and load games, quit or restart the world, and set various game options. See P31

8. The QUERY COMMAND is used to see information about Walkers and Settlements. See P22

9. The SCREEN SCROLL ICON lets you look around the close up world you are playing. See P23

THE CONTROLS

You can use either the Mouse or the Joypad to play POPULOUS II.

USING THE MOUSE

The following terms are used when referring to the mouse:

CURSOR: Refers to the icon on the screen moving along according to the motion of the mouse.

LEFT-CLICK : Means clicking the left mouse button.

RIGHT-CLICK: Means clicking the right mouse button.

USING THE JOYPAD

D BUTTON: Moves the cursor. Scrolls the world map.

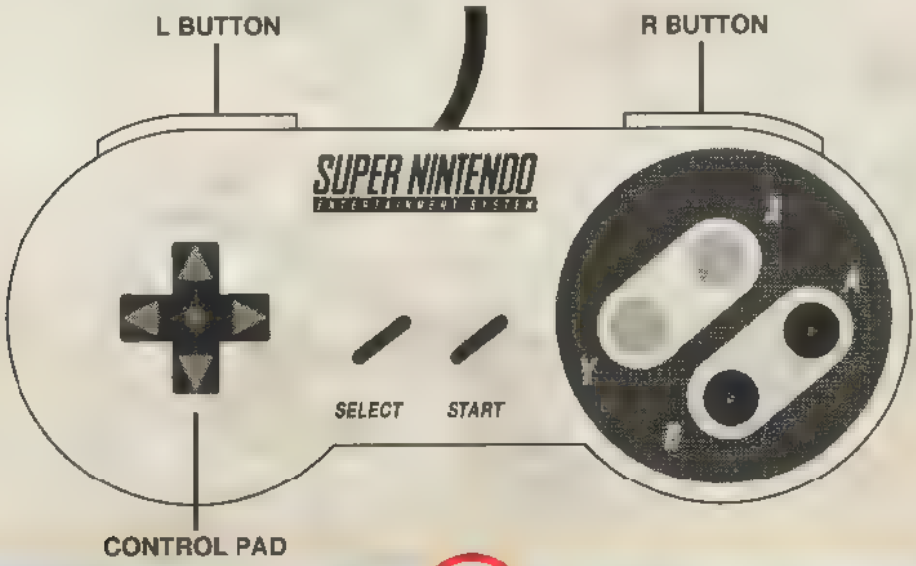
A BUTTON: Makes selections. Raises land.

B BUTTON: Lowers land.

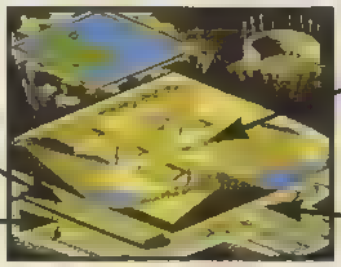
X BUTTON: Flattens the land around a Settlement, turning it instantly into a castle.

Y BUTTON: Alternately moves the cursor to the close-up map, the Divine intervention effects categories and icons, and the Basic icons.

START BUTTON: Press to pause. Press again to restart.



Pressing the Y Button causes the cursor to jump between the 4 main screen areas:



Advanced Controls

L+A: Raises and flattens large areas of land (3x3 squares)
L+B: Lowers and flattens large areas of land (3x3 squares)
R+D: Rapidly scrolls the world map.

Increasing the Number of Worshippers

Increasing the number of your worshippers is vital in this game. The more worshippers you have, the more Manna you will get. In return your power level will increase. Worshippers are created inside Settlements. The larger your Settlements, the more powerful your worshippers will be.

The key to creating powerful worshippers is to increase the number of large Settlements. Your worshippers will search for land that is flat and will build the largest possible building. Once a building is built, flatten the area around it to make the building larger.

Mouse: Left-click on the 'Raise/Lower Land' icon. Left-click in the Close-up Map to raise land, right click to lower land.

Joypad: Use the Y Button to bring the cursor to the Divine

Intervention area of the screen. Use the D Button to bring the cursor to the Divine Intervention Effect 'Raise/Lower Land' and then press the A button.
Press the B Button with the cursor in the Close-up Map to lower land, and press the A Button to raise it.

A Basic Technique

An effective way to make flat land is to create it over the ocean. Move the cursor over the ocean and press the A Button twice. Then, lower the central peak created in the middle of the patch of land by pressing the B Button. This will let you create large areas of land very quickly. Another way to create a large patch of land is to hold down the L Button and press the A button over the ocean.

Sprog to Expand

If you leave your worshippers in Settlements, they will continuously increase in numbers. The height of the flags will indicate how many worshippers are in the Settlement. Once the flag reaches its maximum height, then worshippers that do not fit into the building will start coming out. Don't wait until this happens. Sprog to rapidly expand your population.

Mouse: Right-click at the centre of the Building.
Joypad: Bring the cursor to the centre of the build ng and press the B button

Make flat land and keep sprogging to make cities with large buildings quickly.

How to Move Worshippers

You should expand your cities towards strategic directions and towards good land. To do this use the Leader Magnet. Place it on the location where you want your worshippers to go to. You can place the Leader Magnet anywhere you want to, such as on top of the ocean or in the enemy's territory. But in order to move the Leader Magnet, you will have to have a Leader.

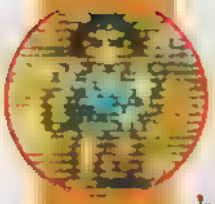
Mouse: Click in the World Map in the approximate area in which you wish your people to move to.
Left-click on the 'People Effects' icon.
Click on the 'Move Leader Magnet' icon, and then click in the Close-up Map where you would like to place the Leader Magnet. (After you click on the Place Leader Magnet icon, the cursor should look like your Leader Magnet. If it doesn't, then you probably don't have a Leader and cannot move your Leader Magnet.) To bring worshippers to the Leader Magnet, left-click the mouse on the 'Go To Leader Magnet' icon.

Joypad: Use the D Button to scroll to the location you want on the Close-up map [Use the Y button and the D Button to scroll at high speed.] Use the Y button to move the cursor to the Divine Intervention categories. Use the D Button to move the cursor to the category icon 'People effect' of the Divine Intervention effect and press the A button. Use the D Button to bring the cursor to the Leader Magnet and press the A button. When the cursor transforms into the Leader Magnet, use the D Button to move it to the location you want, then press the A button.

When 'Go To Leader Magnet' is selected, Walkers will always walk towards and merge with their Leader. The Leader will head towards

the Leader Magnet with the people following behind him. When there is no Leader, they will not gather together, and will all head directly towards the Leader Magnet. The first worshipper to touch the Leader Magnet will become the new Leader.

THE 3 TYPES OF WORSHIPPERS



WALKERS

It looks as if this is only one person. but this represents a group of followers. The larger the building they come from, the stronger they are. The more worshippers you have in a group, the stronger they will be.

LEADER

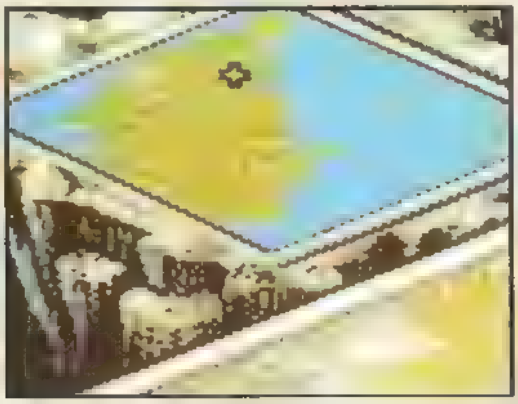
The Leader is the key person of the worshippers. The Leader has a Leader Magnet symbol over its head. The Leader is the only worshipper who can become a Hero. If the Leader is dead or has turned into a Hero, the Leader Magnet will become immovable. When there is no Leader, the first worshipper to touch the Leader Magnet will become the new Leader. Gather your worshippers around the Leader Magnet to unite and increase their strength.

HERO

Use Divine Intervention Effects to create a Hero from the Leader. The Hero will fight until defeated. Try to make the Leader as strong as possible before turning him into a Hero, or he will be defeated very quickly. See P17.

How to use the world map

Your Settlements and your enemy's Settlements are shown as coloured dots. Check this map when deciding which direction to expand the city and to locate how far the enemy's territory has expanded.



World map

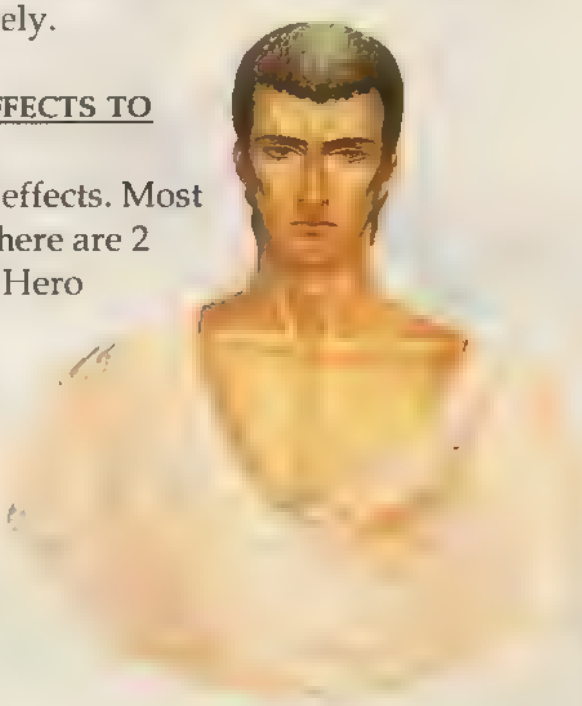
Blinking white dots = Your buildings
Blinking yellow dots = The enemy's buildings
Gray dots = Destroyed buildings
Blue dots = Your worshippers
Red dots = The enemy's worshippers
White frame = Area which is displayed on the closed-up map
White Shadows = Area where disaster has struck

Beware of a row of red dots

This is an indication that the enemy's worshippers are walking towards their Leader Magnet, and may be making a Hero soon. Locate their Leader Magnet and try to gather your worshippers there as quickly as possible. *With the mouse you can instantly move to any location on the close up map!*

How to Fight

It is not possible to win by just increasing the number of your worshippers. Actually, if you're very slow, the enemy will make a surprise attack on your city and will devastate it. You must weaken the enemy before they attack you. In order to win, fight the enemy until there are no worshippers left on their side. Without an attack, there will be no victory. The most effective way of attacking is to use the Divine Intervention Effects wisely.



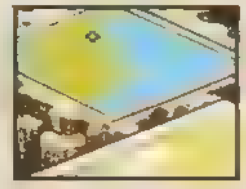
Using Divine Intervention Effects to Attack Directly

There are 29 Divine Intervention effects. Most of these are used in attacking but there are 2 types of attacks: direct attacks and Hero attacks. Let's try using the 'Fire Column'.

1) Find a concentration of the enemy on the world-map

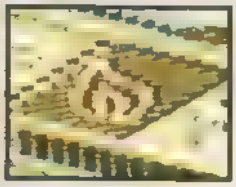
Mouse: Left-click on a location where yellow dots are gathered on the world map.

Joypad: Move the cursor using the D Button to scroll to a location on the world map where the enemy has gathered.



2) Prepare the Divine Intervention effect 'Fire Column' using the Divine Intervention Commands.

Mouse: Left-click on 'Fire' in the Divine Intervention Categories.
Left-click on the 'Fire Column' icon in the Divine Intervention Effects cons.

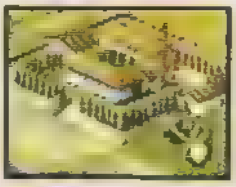


Joypad: Move the cursor using the Y button to the Divine Intervention Categories area. Use the D Button to move the cursor to the 'Fire' icon in the Divine Intervention Categories and press the A button.
Use the control pad to move the cursor to the 'Fire Column' icon of the Divine intervention Effects and press the A button.

3) Attack the enemy's building with the fire column.

The fire column will destroy the enemy's buildings and fields. Their land will be devastated and barren.

Mouse: Left-click on an enemy building on the Close-Up Map.



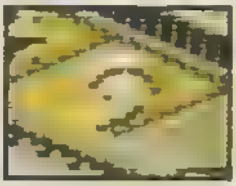
Joypad: Move the cursor over an enemy building and press the A button.

HERO

Heroes are destruction machines. When the Leader turns into a Hero, the Hero will walk to the nearest enemy Settlement and attack. First of all, see 'How to Move Worshippers' on P13. Use this method to move the worshippers and the Leader to the Leader Magnet and unite them. Use the 'Gather' icon to unite the worshippers and the Leader.

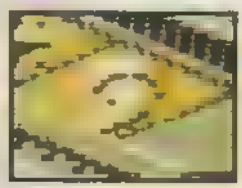
(The Leader will be weak if you don't allow enough Walkers to merge with him.)

Mouse: Left-click on Divine Intervention Icon 'Perseus'.
Joypad: Use the Y Button to move the cursor to the Divine Intervention icon 'Perseus' and press the A button.



The beating of drums will be an indication that Perseus was born. Let's check where Perseus is and what he is doing.

Mouse: Right-click on Divine Intervention icon 'Perseus.'
Joypad: Move the cursor using the D button to the Divine Intervention icon 'Perseus' and press the B button.
The Close-up map will move to the location where Perseus is.



Note: It is not possible to create a Hero when there is no Leader. After you create a Hero or the Leader is killed, it is very important to create a new Leader. The Magnet will move to the location where the last Leader has passed away or where the Leader turned into a Hero. Move worshippers to the Leader Magnet and create a new Leader.

'Fight' Command

When you use the 'Fight' command icon, your worshippers will become more aggressive and warlike. If the 'Fight' command is active, when new Walkers come out of Settlements they will look around for nearby enemy Settlements to attack. If they win the battle, they will move into the enemy Settlement, and this Settlement will become yours. Note that Divine Intervention Effects usually destroy the land and buildings they affect.

The End of Battle

Final Winning Point Screen

When the worshippers of either side are totally defeated, the current area is cleared. If you have won, your score will appear. You will be awarded points and lightning bolts based on your performance in the area. Lightning bolts strengthen your abilities in a Divine Intervention Category. Also, as a bonus one of your Divine Intervention Category skills will be strengthened automatically.

Mouse: Left-click the mouse to go to the next screen.
Joypad: Press the A button to go to the next screen.

Status

In this screen you can use the lightning bolts given to you to strengthen your powers in any category you wish. You can distribute your lightning bolts evenly among all of the categories to become fairly strong across the board, or concentrate them all in one category to become extraordinarily strong in one area. The choice is yours.

Mouse: Left-click on the category icon.
Joypad: Move the cursor using the D Button and press the A button.

Speciality

Your Manna will increase faster for the category chosen as your specialty, and Effects in that category will be more potent when used. Be sure to consider the way the enemy god attacks when choosing your specialty.

Mouse: Left-click within the frame which contains the name of your speciality to change it. Left-click on the 'OK' Button to go to the next screen.

Joypad: Move the cursor to the frame which contains the name of your specialty, and press the A Button to change it. Move the cursor to the 'OK' Button and press the A Button to go to the next screen.

PASSWORD

PASSWORD SCREEN

A password which will allow you to continue the game at this point will be displayed. Be sure to write this password down so that you don't have to re-play levels!

Mouse: Left-click on 'Continue' to start the next screen. If you left-click on 'End' the game will be finished.

Joypad: Move the cursor to 'continue' using the D button and press the A button to continue to the next screen. Move the cursor to 'End' and press the A button to end the game.

ENTERING THE PASSWORD

This screen allows you to enter passwords to allow you to continue games in progress. If you made a mistake while entering the password, you will hear a booming sound when you select 'END'. Please go back and correct the mistake.

Mouse: Left-click on the letter you want to enter. Left-click the left arrow to go back a space.

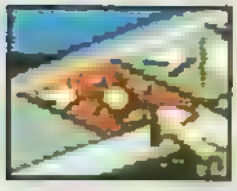
Joypad: Use the D button to move the cursor to the letter you want to enter and press the A button. Press the A button over the left arrow to go back a space.

Manna Gauge

Manna is the power you receive through the devotion of your worshippers. You cannot use the Divine Intervention Effects without Manna. The pointer on the Manna gauge moves left and right according to the amount of Manna you have built up. The farther along to the right of the gauge the pointer is, the more Manna you have. You can only use those effects represented by the icons underneath or to the left of the pointer. Manna decreases when you use Divine Intervention Effects, and is increased over time at a rate determined by the number of worshippers you have.
The Amount of Manna you have will differ for each Effects category. The exact amount of Manna you have will be shown by a bar graph running along the side of the Divine Intervention categories icons.

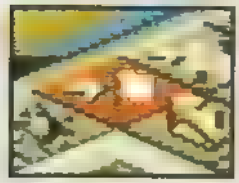
The Basic Commands

To operate these commands, simply press the A Button or left-click the mouse button with the cursor over the icons shown next to each description. Some icons have special features if the B Button or right mouse button is pressed, so please read each description carefully.



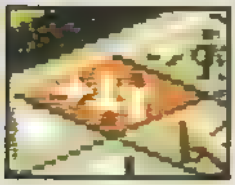
Go To Leader Magnet

This commands your Leader to walk towards your Leader Magnet, and your people to merge with your Leader. If you don't have a Leader, then your people will all walk towards the Leader Magnet. The first person to touch the Leader Magnet will become the Leader.



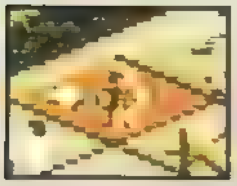
Settle

This commands your followers to look for flat land and build new Settlements there.



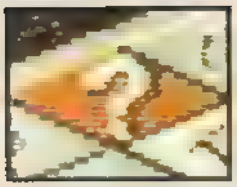
Fight

This commands your Walkers to walk toward nearby Bad Settlements and fight for your cause. Your Walkers also settle and produce fighters while influenced to fight.



Gather

This commands your people to merge. When two Walkers randomly run into each other, they become one stronger Walker. Using this command will result in you having fewer, stronger Walkers.



Query Command

You can get information about people and Settlements with this command. The dwelling or Walker with the query mark over it appears in the centre of the colosseum. The colosseum also reflects the population and technological level of that Walker or dwelling. The tech level appears in the form of a weapon in the lower left corner of the colosseum. A fist indicates the lowest form of technology, a sword the highest.

Scroll

This icon lets you scroll the Close-Up Map. These icons are only used if you are using a mouse. Left-click on an arrow to scroll the Map, and right-click to scroll more quickly. If you are using a joypad, move the cursor to the edge of the Close-Up Map and keep the D Button held down. Hold the R Button down at the same time to scroll quickly.

Divine Intervention Effects

There are 29 Divine Intervention Effects. These Effects are divided into 6 categories. When you choose a category with the cursor, the icons representing that category's Effects will be displayed underneath the category icons. To select these commands, simply press the A Button or left-click the mouse with the cursor over the icons shown next to each description. Most direct attacks will require you to then press the A Button or left-click the mouse within the Close-Up Map in the location you wish the effect to occur. Hero attacks are not controlled by you– when your Leader becomes a Hero, the Hero's actions will automatically be controlled by the computer. Some icons have special features if the B Button or right mouse button is pressed, so please read each description carefully.

People Effects

Raise/Lower Land

This command is used very frequently. It is used to flatten out farm land, to create a wall of land along your coastline to protect your land from tidal waves, and for lowering land down to the ocean to extinguish fire columns. Note that on some worlds, you won't be able to raise and/or lower your or your enemy's land. When this command is selected, press the A Button or left-click the mouse to raise land, and press the B Button or right-click the mouse to lower land.

Leader Magnet

This is used to place your Leader Magnet in a strategic location to move your Walkers. If you move the cursor over this icon and press the B Button or right-click the mouse, the Close-Up Map will scroll to the location of your Leader Magnet.

Perseus

Perseus is the Hero of the People Effects, and makes a strong and skillful soldier driven to destroy the opponent's Settlements. Remember that you must have a Leader to change into Perseus. Right-clicking or pressing the B Button with the cursor over this icon will scroll the Close-Up Map to the Perseus Hero you have created.

Lay Plague

Lays a plague on an enemy Walker or Settlement. When a Walker has the plague, the Walker will spread the illness to all dwellings and people it touches. Plagues can only be stopped by destroying the infected dwellings and people. Plague victims don't give you any Manna. You can identify a plagued person or house by the vultures circling in the air above them.

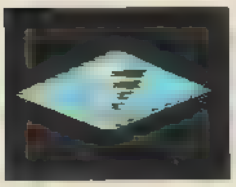
Declare Armageddon

When you have enough Manna and your population is larger and stronger than your opponent's, you can declare Armageddon to get all the forces of Good and Evil to march to the centre of the world and fight to the death. It's a final battle on a grand scale. All dwellings are destroyed, and their occupants will become warriors.

Air Effects

Lightning

Electrocutes enemy Walkers and destroys enemy Settlements and farmland by striking them with lightning bolts. You won't be able to aim the lightning bolts exactly, so just strike on or near the target area. The longer you hold down the A Button or left-click the mouse, the more damage done.



Whirlwind

Starts a whirlwind spinning through enemy Settlements for great devastation. When a whirlwind

enters the ocean, it creates a whirlpool. If a worshipper gets sucked up by a whirlwind, he loses his weapons and is reduced to low intelligence. Anyone sucked into a whirlwind will be flung to the ground when the wind stops.

Storm

Creates a rainstorm over enemy territory that destroys land with lightning and heavy rain. There is no way to stop a storm.

Hurricane

Causes a gale-force wind to sweep through the landscape and devastate enemy Settlements. The devastated Settlements will become smaller. After you choose this command, the cursor will become a spinning pointer. Press the A Button or left-click the mouse to start the wind in the direction the pointer is facing.

Odysseus

Changes your Leader into the Hero of the Air Effects, Odysseus. He is the fastest of the Heroes, and will go crusading into enemy territory, devastating enemy Settlements as he runs.

Vegetation Effects

Forest

You can make a better environment for your people by planting trees around your Settlements. This makes your people happy, and will increase the speed with which they multiply.

FLOWERS

Planting flowers renews damaged land. Your people cannot live or build dwellings on land damaged by volcanoes. After a volcano has erupted, planting flowers is the only way to make the land livable again for your people.

SWAMP

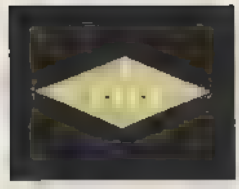
Lays deadly swamps on enemy land to swallow Bad Walkers. You can fill a swamp by raising or lowering land. Note: On some worlds, a swamp may be filled up automatically when it swallows a Walker.

FUNGUS

Plants a deadly fungus around enemy Settlements which will spread and destroy land. For the most damaging spread and growth pattern, plant fungus in straight rows of three to five. You can make the fungus disappear by raising or lowering the land.

ADONIS

Turns your Leader into Adonis, the Hero of Vegetation Effects. He is recognisable by his head of leaves. He divides after winning in combat, multiplying the number of Heroes roaming the world to destroy enemy Settlements.



Fire Effects

Fire Column

Creates a towering column of flame which will randomly move about and burn up enemy Settlements and worshippers and ruin all farmland it comes in contact with. Fire columns tend to move uphill. You can extinguish fire columns by lowering the land they are on down to the ocean

Rain of Fire

Sends a rain of fire to burn up Settlements, crops, and worshippers. There is no way to defend against a rain of fire.

Volcano

Causes a volcano to erupt and send lava flowing out to the sea to become a basalt peninsula in the water. The lava burns Settlements and worshippers. Land beneath the volcano is almost permanently destroyed. If a volcano erupts on your land, cap it as soon as you can by building land on top of it, then flatten it out. The only way to make the land usable again is by planting flowers on the damaged areas. Protect your Settlements from burning lava with a low hill.

Achilles

Turns your Leader into Achilles, the Hero of the Fire Effects. He is a fast runner with a head of flames who burns everything in his path.

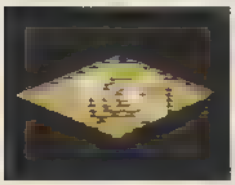
Earth Effects

Roads

You can build roads on flat ground and low slopes for your people to walk on and make their travel faster. Roads also block the spread of fungus. Roads are laid down one square at a time. You can use the B Button or right-click the mouse to remove squares of road.

City Walls

Build city walls on flat land around your Settlements to protect your worshippers. Neither you nor your opponent can alter the land a city wall is built on. Weak enemies are kept out by city walls, but strong enemies can climb over. After you build your first city wall, all wall sections must be connected to it. For example, if you build a city wall around one Settlement, the next piece of wall you lay down must stem from the original wall and extend out to the next Settlement you want to surround. The only way to have two separate walled Settlements is if your opponent somehow destroys the connector wall between the two.



Earthquake

Causes a rumbling earthquake to split enemy territory wide open and leave behind a rift that swallows your opponent's population. The cracks caused by earthquakes can be filled up by raising or lowering land. You can set the direction of the earthquake in the same way as with a hurricane. See P26.

Batholith

A batholith is an underground movement of rock which causes the land to rise and forces numerous boulders through the surface. Create a batholith on enemy territory to destroy their farmland. Settlements cannot be built on land destroyed by batholiths. You can put batholiths under water by lowering land down to the ocean. When you place the batholith, hold down the A Button or the Left Mouse Button for greater effect!

Heracles

Turns your Leader into the Earth Effects Hero Heracles. Heracles has double the strength of other Heroes. He will destroy enemy Settlements until he dies.

Water Effects

Basalt

Create bridges of basalt across water by causing minor volcanic activity with this effect. You can arrest enemy land expansion by laying basalt in the water around enemy coastline. You can set the direction of the basalt in the same way as with a hurricane. See P26.

Whirlpool

Lays land-eating whirlpools in the water off the enemy's coast. Whirlpools multiply quickly and there's no way to stop them.

Baptismal Font

Baptismal fonts create pools of holy water in the ground. When a Walker falls into one, he or she changes to the opposite faith (Good Walkers turn Bad and Bad Walkers turn Good). You can make them disappear by raising or lowering land.

Tidal Wave

Set Tidal Waves far out in the oceans off your enemy's coastline to wreak watery devastation to their territory. The further out you begin the tidal wave, the more momentum it can build up on its way inland. A Tidal Wave expands into 4 directions and affects the entire world, so protect your people by rising a high wall of land around your coastline to keep the wave out.

Helen of Troy

Turns your Leader into Helen of Troy, a woman of legendary beauty and grace who has led many men to their doom. She marches into enemy territory to lure your opponent's worshippers out of their dwellings and lead them away. The enticed people will only follow Helen of Troy and any commands given don't affect them. If your enemy creates Helen, try destroying her . She's very wise and can sense when you're targeting her, so she'll attempt to escape you by switching directions often.

GAME OPTIONS

SET UP

This command lets you save and load games, quit or restart the current world, and set various game options.

INFORMATION

Click on the information button to bring up the Game Options Screen. Left-click or press the A Button over the options to turn them on or off. Select 'OK' to exit this screen.

↑↓ ON MAP

O You can raise and lower land regardless of whether a Settlement is in view on the Close-Up Map.
X You can not.

↑↓ ON SEA

O You can raise and lower land at sea level.
X You cannot.

↑↓ ENEMY LAND

O You can raise and lower your opponent's land.
X You cannot.

RAISE LAND

O You can raise land.
X You cannot.

LOWER LAND

O You can Lower land.
X You cannot.

Save From Sea

O Your people can be saved if they are dropped in water.

X Your people automatically drown in water.

Show Enemy's God

O You can see opponents on the World Map.

X You cannot see them.

Sprog

O Right-clicking on the centre of a dwelling sprogs a Walker.

X Right-clicking lowers land no matter where the cursor is on the map.

Show Disasters

O You can see disaster effects on the World Map.

X You cannot see them.

Fill Swamps

O No matter how many people fall into a swamp, it will never be filled.

X When a person falls into a swamp, the swamp will be filled and will disappear.

Restart Map

This command allows you to restart the current world..

Show Enemy

The illustration and profile of the god you are challenging is shown.

Cursor Speed

Adjusts the speed of the movement of the cursor on the screen.

STATUS

Your current status is shown on the screen. Also allows you to change specialities. See P19.

QUICK SAVE/QUICK LOAD

You can save the current game using Quick Save, and Quick Load allows you to retrieve a previously saved game to restart from that point. Saving will always erase any previously saved data. Turning off the power will erase all saved data.

ABORT

Give up and quit the current game.

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